

Presenting

JOHNNY RAYGUN

in

**PLANET
STRANGE**

AN INTERACTIVE ADVENTURE

by

**RAGNER
BROTHERS**



Ragner Brothers Publishing
Akron, OH

[CLICK HERE TO JUMP TO START OF STORY](#)



Illustrations by Katherine Kamper

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P.O. Box 7375
Akron, Ohio 44306
www.ragnerbrothers.com

This book is dedicated to the loving memory of
our father, Floyd S. Ragner.

Dear Reader;

You are about to embark on an incredible adventure. Soon you will be hurled hundreds of light-years into space, to a distant solar system far into the future, encountering many unusual villains and extraordinary dangers.

The only way you could survive such an adventure is to become someone else. This book will let you become Johnny Raygun--the fearless, powerful 31st-century knight. As Johnny, you will enter a futuristic world that is dominated by high-tech weaponry. The most awesome weapons at your disposal are the armored war machines called CyberTanks. The most feared 'Cyber' in the galaxy, capable of destroying an entire city, is the *Eagle*, Raygun's man-shaped monster of destruction, standing twelve meters tall and weighing 75 tons. It is equipped with all the essential combat instruments: lasers, particle cannons, missile launchers, and machine guns.

Once you have become Johnny Raygun, you will pilot the *Eagle*. Johnny's missions will become your missions, and his fate will depend on the choices you make as you read along. Therefore, since you are responsible for Johnny's destiny, you are encouraged to carefully consider every decision. However, if disaster results from a choice you make, or you find yourself in a hopeless situation, you will be safely returned to your home on Earth.

Now sit back and get comfortable. A daring transformation awaits you

1

. . . Suddenly, as you sit comfortably reading an adventure book, your toes and feet begin to tingle. The odd prickling sensation slowly flows up your body, tickling your flesh, and you begin to feel as though you're floating down a long, dark tunnel. Amazingly, when the sensation passes, you're no longer on Planet Earth--and you're no longer yourself!

[CLICK to Turn to page 2](#)



2

Your body has undergone an uncanny transformation, and you feel a strange power surging through your veins. Curiously, your glance flickers around the new surroundings.

You quickly discover that you've been transported to an office waiting room. It is a large room, with walls sheathed in thick glass. At least a dozen other people are in the room, pacing the floor and talking in whispered voices. They all have grave expressions on their faces, as if some terrible tragedy has occurred.

"Johnny, you can see the King now," a voice announces from the left corner of the room.

Your head turns. A middle-aged woman, her hair tied in a bun, large bifocals teetering on the edge of her nose, is staring at you through the reception window.

"Thank you, Doris," you say, as you get to your feet. As you leave the waiting room, allowing yourself to be led down a seemingly endless corridor by two armed guards, you wonder how you knew the receptionist's name; and then you realize that this knowledge must belong to Johnny Raygun. Your minds are slowly merging. . . .

[Turn to page 3](#)

3

You continue to follow the guards down the long corridor. Finally, the pathway ends, and you are facing a large metal door. The guards move to opposite sides. The portal slides open, as if controlled by some magical force. *Heat sensitive*, you think to yourself, watching the door open, unaware that you've now made a complete transformation into the body and mind of Johnny Raygun. You pass through the portal into a huge room, smiling confidently.

"Ah, glad you could make it, Johnny," a small, pudgy man remarks from behind his desk. It is King Williams.

"Always glad to be of assistance, sir," you say, shaking the King's hand. "How can I help?"

"I'm afraid it's serious, Johnny." A worried frown flitters across the King's face. "Please sit down."

You sit in the leather chair opposite King Williams, wondering what has happened to make the King so upset.

"Are you aware of the serious communication problems we've been having with the planet *Morra*?" the King asks.

You consider the question. You remember reading something in the *Galaxy Gazette* about the frequent feuds that have erupted recently between *Cammoron* and *Morra*. The disagreement was over the unusual trading methods practiced by *Morra's* foreign trade officials.

"I've heard there's been some strong words from both sides," you say, "but I thought the problem was being resolved."

4

"That was the plan," King Williams says. "Del Malar, President of *Morra*, was traveling to *Cammoron* to sign a peace treaty. Unfortunately, as the President's ship entered our space sector, there was some kind of trouble and we lost contact."

"That is serious," you say, rubbing your chin thoughtfully. "This could start a war between the two worlds."

"Exactly," the King agrees. "That's why I've sent for you, Johnny. Your ability to handle bizarre circumstances is highly regarded. You *must* find the President before word of his disappearance reaches his star system."

"How do you propose I do that?" you ask.

"Just before we lost contact with the President's ship, the pilot said some things that were rather disturbing." The King reaches down, opens a desk drawer, pulls out a data recorder, and plops the machine down on the desk in front of you.

"Listen," the King instructs, punching the recorder's play button.

There's a brief moment of garbled noise before you hear the strangely frightened voice of the pilot: "I don't believe it . . . something weird is going on here . . . no . . . NO! . . . we're going to crash!"

The ugly sounds of the horrible smash-up which follow the pilot's final words make you wince. You lean forward in your chair, casting an inquisitive glance at the King.

"Where exactly did they crash?" you ask.

[Turn to page 5](#)

5

The King reaches over and shuts off the machine, then looks at you with sad eyes.

"That's what's so weird, Johnny," King Williams says, frowning. "They crashed in empty space."

You could hardly believe it when the King told you the ship had crashed in the middle of space. Now, sitting behind the pilot seat of your starcruiser, you notice something even more peculiar appearing on the scan-screen. An object, the size of a planet, has appeared in the exact location where the President's ship was believed to have crashed.

Flying closer, you soon discover that the object is indeed a planet. Sweat dampens your forehead as you call King Williams on the videophone.

"You won't believe this," you say to the King, "but I think President Malar crashed into a planet."

"That's impossible," the King growls. "We have only five planets in our whole solar system, and not one of them is near your location!"

"Sorry to disappoint you, but I'm afraid you have six planets now."

If you decide that searching for the President on an unknown planet is too dangerous, [turn to page 95.](#)

If you wish to brave the new world in search of the President's ship, [turn to page 9.](#)

6

You turn right, steering the *Eagle* into a patchy, wooded area. Using the viewscreen monitor as your navigating tool, you travel carefully through the forest. Ahead, you see a silver patch of fog rolling across the top of the trees. You keep walking, and soon find yourself surrounded by the thick, white mist.

Unable to see anything in the viewscreen, you proceed cautiously by radar. You hear a strange shriek in the distance. Even inside the CyberTank, you feel a cold chill seeping through the *Eagle's* hard, metallic exterior. Your Thermal Sensor informs you that the outside temperature has suddenly dropped from 70 degrees to 70 below zero. The sudden drop in temperature is perplexing, and you begin to shiver, as much from anxiety as from the cold air.

You trudge forward, fighting against the fog, for what seems like hours. You are now almost certain that the mist will never clear. Then, as quickly as the thought had crossed your mind, the fog bank evaporates. You find yourself at the bottom of an ice canyon, glancing up at a series of jagged ice-capped peaks.

Again you hear that strange shriek. It's coming from the top of the ravine. You have a sudden impulse to climb the canyon's wall and locate the source of that terrible cry. However, your emergency tracker informs you that you're getting closer to the President's ship.

If you decide to climb the canyon wall, [turn to page 10.](#)

If you continue toward the President's ship, [turn to page 13.](#)

7

You realize that you can save time by going through the lake rather than around it. Steering the *Eagle* into the water, you are soon walking along the lake's murky floor. The water is filled with strange fish and plants. You proceed further, and hear a series of blurping sounds.

An intense desire to reach shore suddenly strikes you, and you quicken your pace. Stepping over several plants that hinder your path, you soon come upon a large patch of seaweed growing on the bottom of the lake. The seaweed is quite tall, nearly half the size of your Cyber, and seems to stretch out a few hundred yards.

You realize that you'll reach your destination sooner if you go through the seaweed, but you have an odd feeling that it just might be wiser to take the longer route.

If you go around the seaweed, [turn to page 15](#).

If you go through the seaweed, figuring that a few water plants can't stop a Cyber, [turn to page 21](#).

8

You turn left, steering the *Eagle* around the lake. Ahead of you, the trees thicken into a forest. Suddenly the branches begin to rustle. But there is no wind. How could that be?

You continue walking through the forest, feeling uneasy. The trees seem to be closing in on you. You can hardly move. Then one of the branches grabs you. Then another. You laugh at the absurdity of it. You are being attacked by trees!

If you fight with the trees, turn to page **14**.

[PAGE 14 IS NOT INCLUDED IN THIS PREVIEW]

If you try to escape by activating your jump jets, [turn to page 20](#).

PICTURE ON NEXT PAGE



9

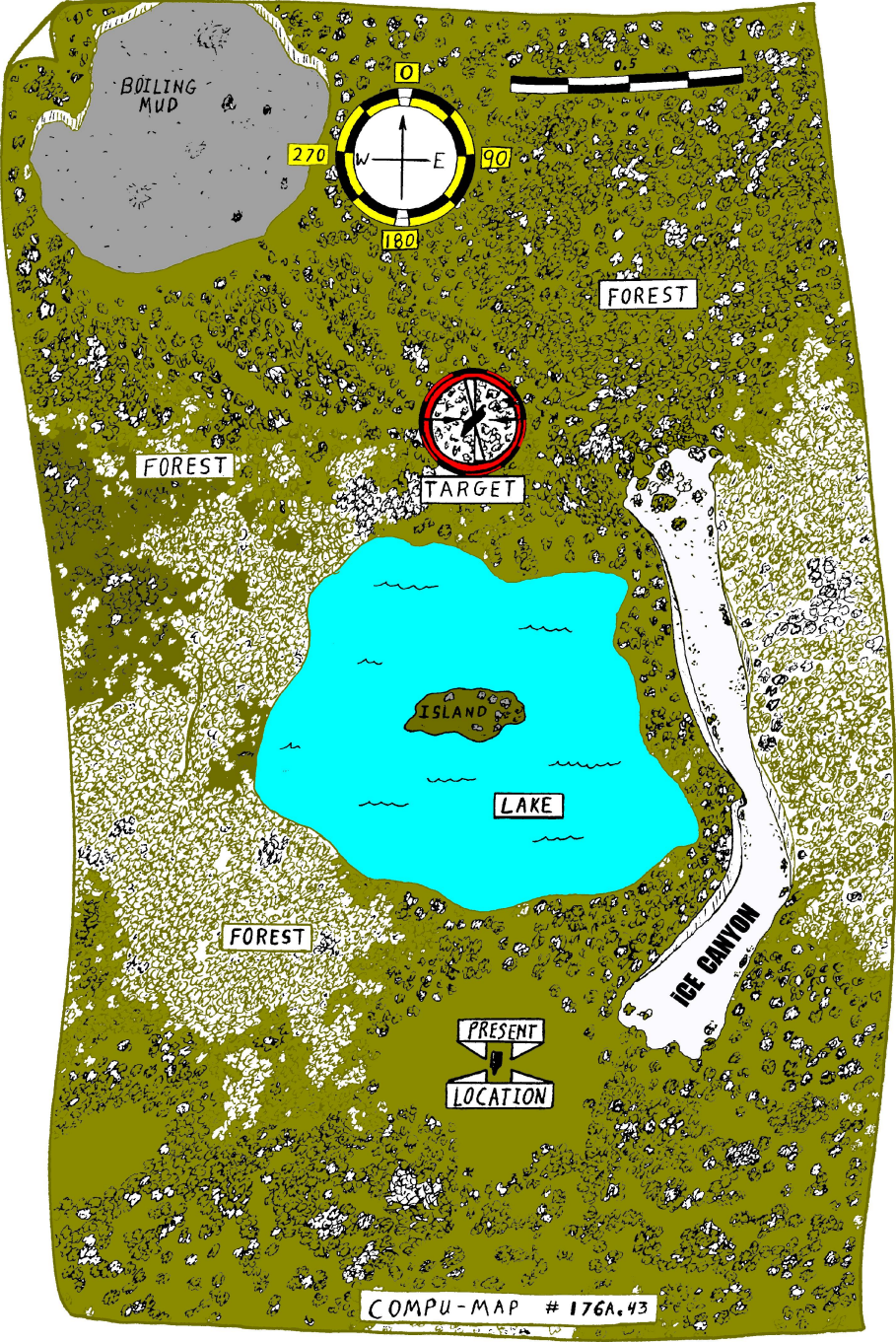
You fly over the planet's surface, tracing the emergency signal from the President's ship. You locate the ship on your radar screen, noting that it has crashed in an area thick with trees, and you are unable to land.

Flying past the crashed spacecraft, you cruise over an island that is situated on a large lake. You land in the first open field you see, which is about three miles from the President's ship, and feel a sudden twinge of apprehension. Instinct tells you that there's something terribly strange about this planet. You can't quite put your finger on what it is, but you know your instincts are seldom mistaken.

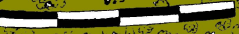
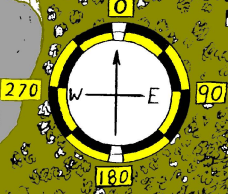
You take a deep breath, parking your Starcruiser in the middle of the field, and turn off the engine. At the press of a button a map slides out of a slot on your control console. The map was electronically recorded while you were busy trying to locate a safe place to land.

[Turn to page 68](#)

SEE MAP ON NEXT PAGE



BOILING
MUD

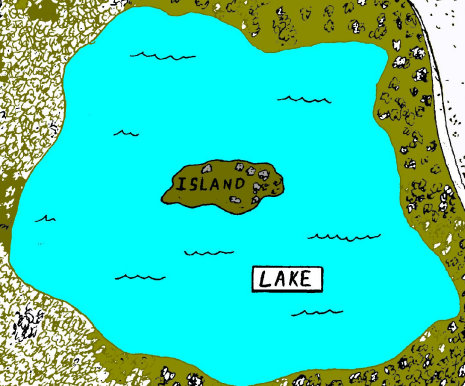


FOREST



TARGET

FOREST



FOREST



COMPU-MAP # 176A.43

10

You begin climbing the canyon wall. The path is slick with ice, but the *Eagle*--with its clawed hands--is well equipped for such a climb. You are halfway up the icy slope when you hear another wild shriek. This time, the cry is much louder. Looking up, you see a huge creature staring down at you from the top of the ravine. The creature is nearly ten feet tall, weighing at least four hundred pounds, with patches of white fur covering its body.

You feel the first twinges of terror as the snow creature begins hurling large, round ice balls down at you. The hard ice balls smash into the wall of the canyon, creating an avalanche.

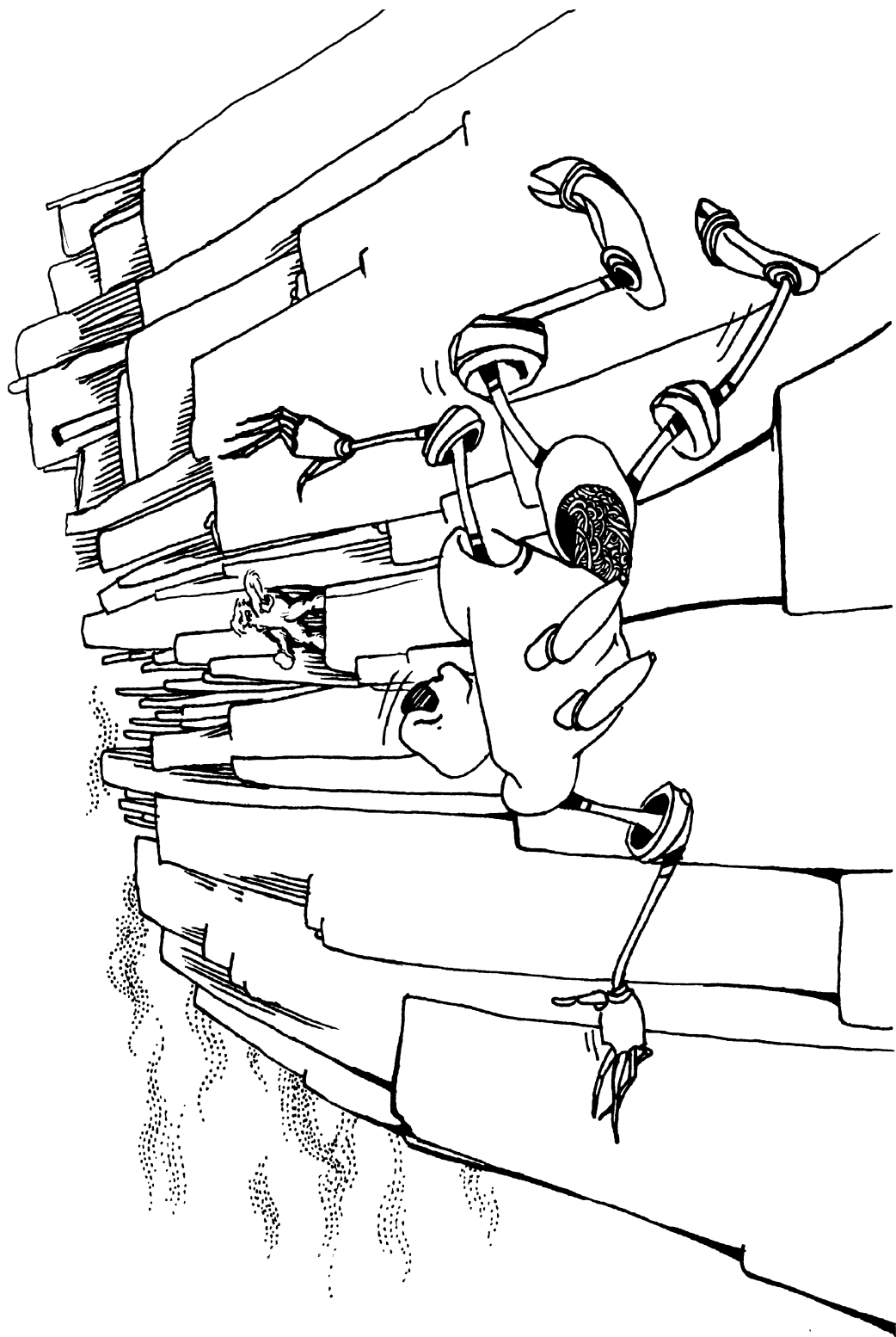
There's nothing you can do, as large, frosty boulders crash against your Cyber, knocking you off the side of the canyon and burying you under thick layers of ice. You try and fight your way free, but the *Eagle's* internal circuitry begins to freeze, and soon you are unable to move. You wish now that you'd followed the path to the President's ship and completed your mission. Unfortunately, it is too late for regrets.

It isn't long before the air becomes thick and you lose consciousness. When you awaken, you are back on Earth, no longer Johnny Raygun. Curiously, you wonder whether your adventure on Planet Strange really occurred, or whether it was just a dream.

THE END

[CLICK HERE TO TRY AGAIN](#)

PICTURE ON NEXT PAGE



13

Ignoring the bizarre shrieks, you travel along the floor of the canyon, heading toward the President's ship. You haven't walked far, when you hear another wild cry. This time the shriek seems much closer.

You look up and see a strange creature staring down at you from the top of the canyon. It is huge, nearly ten feet tall, with an oval shaped head, and white fur covering its body. The creature shrieks again, and then begins throwing large chunks of ice down at you. Coming from such a monstrous height, the ice balls are like giant missiles exploding around you. You must quickly decide what to do.

If you want to shoot your Cyber's laser blaster at him, turn to page **11**.

[PAGE 11 IS NOT INCLUDED IN THIS PREVIEW]

If you make a run for it, dodging the blocks of ice, [turn to page 16](#).

15

As you lead your Cyber around the seaweed, you are surprised to see so many unusual looking fish. Intrigued by the sight of several tiny, eel-shaped creatures, you watch them slither through the water. Then you notice an entrance to an underwater tunnel. You peer inside, but all you can see is a web of darkness. Your curious nature tempts you to go inside, but you feel you should continue through the lake in hopes of soon reaching the other side.

If you enter the underwater tunnel, turn to page 27.

[PAGE 27 IS NOT INCLUDED IN THIS PREVIEW]

If you continue around the seaweed, [turn to page 26.](#)

16

You start to run down the canyon trail. The creature shrieks, and continues throwing chunks of ice down at you. You dodge the ice balls, reluctant to fire at him with your blaster for fear of causing an avalanche. You keep running and dodging, and soon the snow creature is left far behind.

As you walk, you notice that the sky has turned dark--almost black--and a fierce wind begins to blow. Soon it starts to snow furiously. You are caught in a blizzard.

You trudge onward, battling through the blizzard. You're nearly around the lake when you see several ice caves embedded in the walls of the canyon. Most of the caves are very small, but one of them is huge. As you get closer, you notice that a thin cloud of smoke is drifting up from the entrance of the large cave. You have a sudden impulse to enter one of the caves, seeking shelter from the fierce wind and snow, but your scanner indicates that you are now very close to the President's ship.

If you continue toward the President's ship, turn to page **23**.

If you investigate the smoking ice cave, [turn to page 24](#).

If you enter one of the smaller caves, turn to page **17**.

**[PAGES 23 AND 17 ARE NOT
INCLUDED IN THIS PREVIEW]**

PICTURE ON NEXT PAGE



20

The trees close in on you. There doesn't seem to be any escape. Then you remember your jump jets. You activate them and whoosh up into the sky. The trees reach up and try to grab you, but you are well above them.

Unfortunately, your jump jets only allow you to hop several hundred feet, and you come crashing back down through the thicket of branches, landing on the ground. The trees converge on you again. You can't believe that you're actually being attacked by *trees*.

If you fight your way through the trees, turn to page **14**.

If you fire your jump jets again, turn to page **18**.

**[PAGES 14 AND 18 ARE NOT
INCLUDED IN THIS PREVIEW]**

**[CLICK HERE TO TRY A DIFFERENT
PATH](#)**

21

Throughout your existence as Johnny Raygun, you have built a reputation for bold and direct action. You certainly aren't going to have that reputation tarnished now!

With a grunt of determination, you steer the *Eagle* into the patch of seaweed. Large, stringy vines wrap around the leg of your Cyber, but the seaweed is no match for the strength of the *Eagle*. You rip through the underwater vegetation, scattering a school of tiny, eel-shaped creatures, before reaching the other side of the lake.

[Turn to page 26](#)

24

You enter the large, smoking cave. The walls and the floor of the cavern are made of ice. As you venture further, the ice around your Cyber's feet begin to crack. Your Ultrasonic Depth Sensor assures you that the ice floor will hold your weight. But suddenly, astonishingly, the floor gives way, and you find yourself slipping and sliding down a long tunnel.

You hit bottom with a dull clank. You look around, noticing that the walls of the cave have turned from ice to rock. There is water seeping from its cracks. Your Internal Guidance System informs you that you're now under the lake.

[Turn to page 30](#)

26

With the patch of seaweed behind you, you continue to march underwater across the lake. The water is murky, and you can barely see the small, strange-looking creatures swim past you. None of them look very friendly, and you are glad that you are inside the *Eagle*.

Suddenly something hard hits you from behind. You are knocked to the muddy floor of the lake. Turning, you see a giant sea monster hovering above you. It resembles the tiny, eel-shaped creatures you encountered earlier, except this creature is huge, with a long, scaly body and a sharp, pointed tail. You get to your feet, just as the sea monster comes toward you for another attack.

If you tackle the Sea Monster as it passes, turn to page **29**.

[PAGES 29 IS NOT INCLUDED IN THIS PREVIEW]

If you fire your laser blaster at it, [turn to page 28](#).

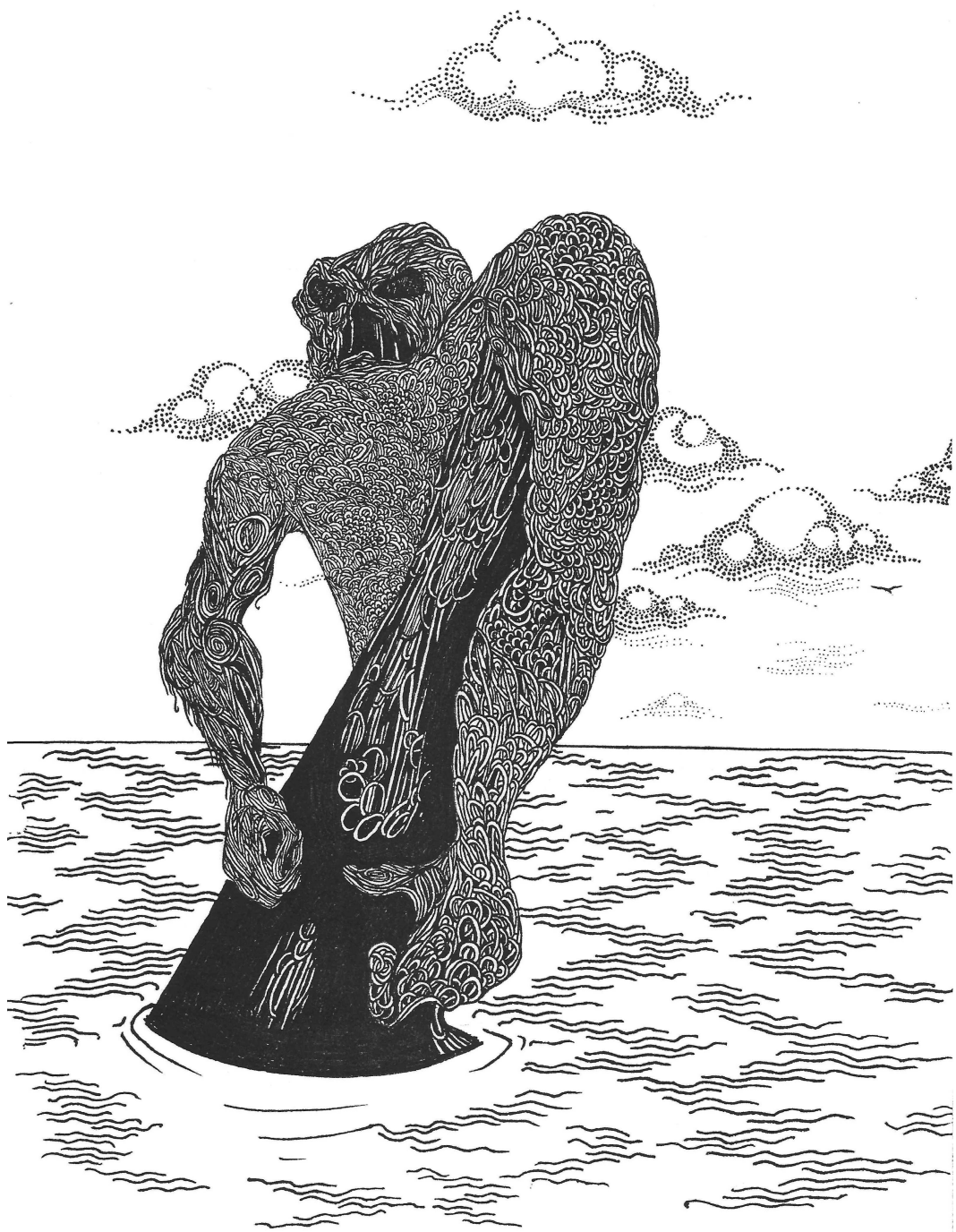
28

You fire your blaster, shooting a stream of laser light at the sea monster. The blast from your laser scares the creature, and it disappears into the mucky water.

Hurriedly, you make your way through the lake, hoping that there aren't more monsters lurking about to threaten your safety. When you reach the shore unscathed, you breathe a sigh of relief, and check your Locate Scanner. You are only several hundred feet from the President's ship. You travel through a thicket, following the distress signal on your scanner, and it isn't long before you find the President's crashed space craft.

[Turn to page 31](#)

PICTURE ON NEXT PAGE



30

You make your way along the winding tunnel. Water is now dripping from the walls, making your route a bit slippery. You continue a long distance before the passageway opens into a spacious cavern. The walls of the cavern are supported by huge rock pillars. You venture in a bit further, and an amazing, but frightening, sight meets your eyes.

The biggest monster you have ever seen is lying slumped in the left corner of the cavern. The monster's skin is thick and green and scaly. It's a dragon! You inch closer, and notice that the dragon is sleeping, evident by its strange, gurgling snore.

If you try and sneak past the dragon, turn to page **32**.

If you go back the way you came, turn to page **34**.

If you attack the dragon with your laser blaster, turn to page **35**.

**[PAGES 32, 34 AND 35 ARE NOT
INCLUDED IN THIS PREVIEW]**

**[CLICK HERE TO CHOOSE A
DIFFERENT PATH](#)**

PICTURE ON NEXT PAGE



31

As your eyes focus on the smashed space craft, you wince, wondering how anyone could survive such a crash. Warily, you inspect the ship's interior. Both the pilot and co-pilot are dead. You suspect that the President is dead as well.

Then you remember King Williams remarking that President Malar always traveled in a stroboscopic protective sphere. Inside the sphere a person could survive almost any crash.

Optimistic that the President survived the crash, you search the area for the protective sphere. You find it several hundred yards from the ship--buried halfway in the dry, solid ground. The door-hatch to the sphere is open. The President is gone!

You call out his name, but no one answers. You look around and notice that there are three paths the President could have taken.

If you go down the left trail, turn to page **33**.

If you go down the right trail, turn to page **36**.

If you go down the center trail, turn to page **37**.

**[PAGES 33, 36 AND 37 ARE NOT
INCLUDED IN THIS PREVIEW]**

**[CLICK HERE TO TRY A DIFFERENT
PATH](#)**

68

You climb to the back of your Starcruiser, entering the storage sanctuary where your CyberTank is kept. A smile twists your lips as you climb inside the Cyber and start it up. Your Cyber, the *Eagle*, is a powerful war machine, and you feel safe.

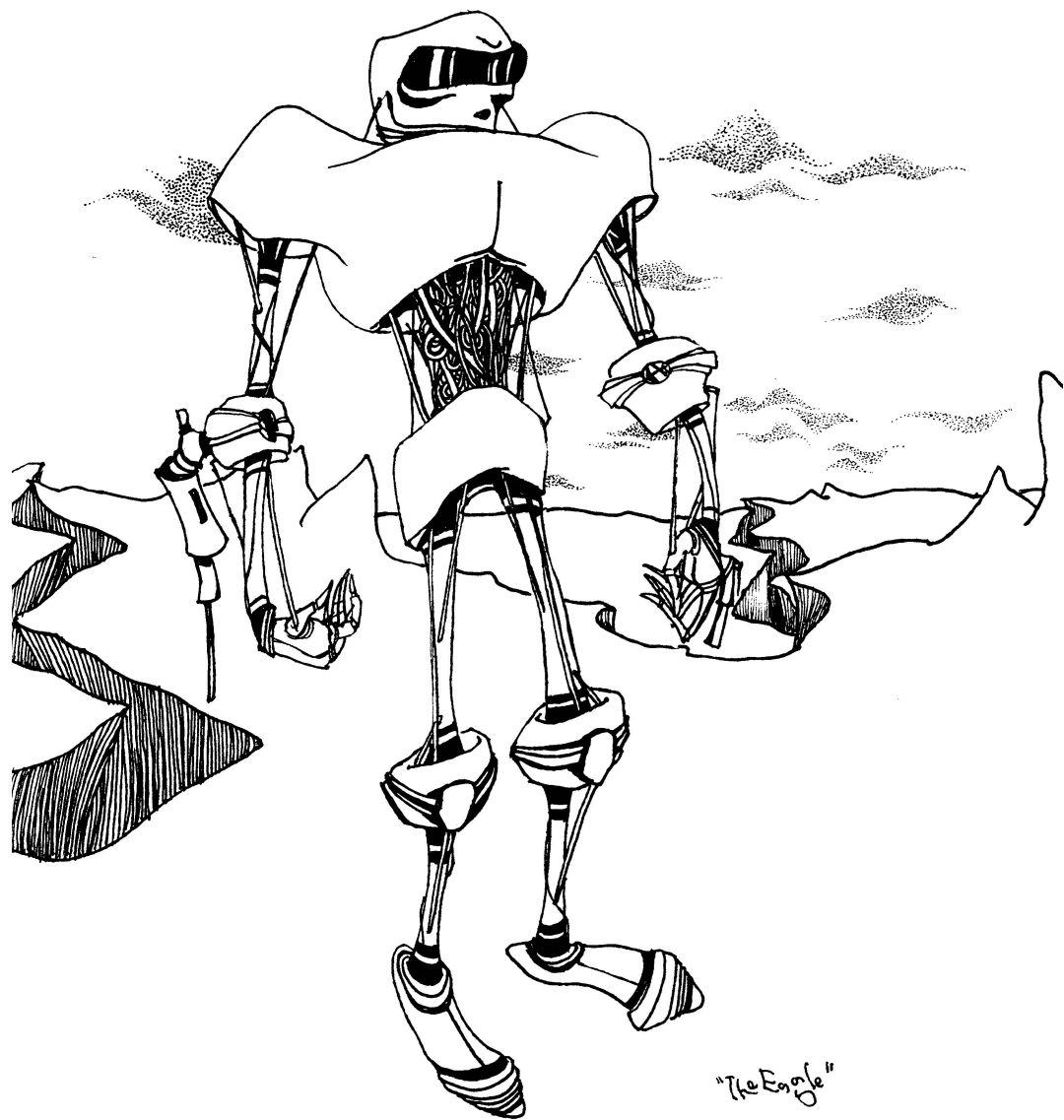
Outside your spacecraft, you look at the computer-generated map of the area. There is a lake between you and the President's ship. The *Eagle* is airtight and waterproof, so the lake presents no immediate problems. But, which way should you go?

If you go around the lake to the right, [turn to page 6.](#)

If you walk straight through the lake, [turn to page 7.](#)

If you go around the lake to the left, [turn to page 8.](#)

PICTURE ON NEXT PAGE



"The Eagle"

95

You turn your starcruiser around, and travel back to planet *Cammoron*. Soon after, the strange, new planet disappears--and with it, the President of *Morra*.

King Williams can't believe that you, Johnny Raygun, didn't have the courage to face the dangers of this strange, new world. In fact, you can't believe it either.

As a war breaks out between *Morra* and planet *Cammoron*, you slowly leave Johnny Raygun's body, dissolving into your human form back on Earth, safe from the destruction occurring between the two opposing planets in the 31st century.

THE END

[CLICK HERE TO GO BACK](#)

[END OF PREVIEW]

Don't miss Johnny Raygun's next Interactive Adventure, THE POWER OF DR. TROTH, available soon from Ragner Brothers in both paperback and Amazon Kindle. Here is an excerpt from this exciting sci-fi thriller . . .

THE POWER OF DR. TROTH

An odd prickling sensation starts at your feet and slowly flows up your body. Anxiety and physical discomfort vanish, and you feel as though you're floating down a long, dark tunnel. Amazingly, when the feeling passes, you find that you are no longer on planet Earth, and . . . you are no longer yourself!

Your body has undergone an uncanny transformation, and you feel a strange power surging through your veins. Curiously, your glance flickers around the new surroundings. You are alone on deserted beach. The cool wind and the darkening clouds inform you that it is the beginning of dusk. You breathe deeply, inhaling the sharp, salty taste of the sea, and glare at the five dime-size coins nestled in the sand. The coins are a foot apart from each other, approximately seven paces from where you stand. You wonder what the coins are for, and why you are here.

*Suddenly you become aware of the large leather whip hooked to your waist belt. It is the Gorean Whip, from the planet Gor. You remember receiving the whip from the King as a reward for saving President Malar (see Raygun #1, "**Planet Strange**").*

The Gorean Whip is the galaxy's highest award. It is the symbol of courage. Only those who have risked their lives to perform an act of outstanding bravery in the face of an enemy

can receive the Gorean Whip. You unhook the whip from your belt and shake out its coils. Now things begin to make sense. You have transformed into the fearless superhero, Johnny Raygun, and you have come to the beach to practice the ancient art of whip-cracking.

You fling the whip over your head, working the leather back and forth in the air, so that its tip gives out a series of pops as loud as gunshots. Legend claims that the Gorean Whip possesses magical powers, but only if its wielder uses the weapon to combat evil. While cracking the whip, you wonder whether the legend is true, and if so, what powers the whip holds.

Suddenly you become aware of a strange hissing noise above your head. Glancing up, you notice that the whip is putting forth a peculiar yellow-white glow. The gleaming light travels down your arm and then down your legs, and soon your entire body is faintly glowing. Strangely, you feel no pain or heat from the intense light, only an odd sense of power.

You look down at the five coins that lay in the dry sand in front of you. Flicking your wrist up and down, the whip's lash snakes out toward the coins. You hear five hissing cracks and the coins disappear into a cloud of dust. You smile down at the thin trail of smoke drifting up from the five holes in the sand.

You amble toward a large rock on the beach, wondering just how dangerous this new weapon could be. Swinging the whip over your head, you send it hissing through the air, hitting its target with an explosive crack. Amazingly, the rock splits open . . .

***LOOK FOR MORE INTERACTIVE
ADVENTURES FEATURING
JOHNNY RAYGUN!!***

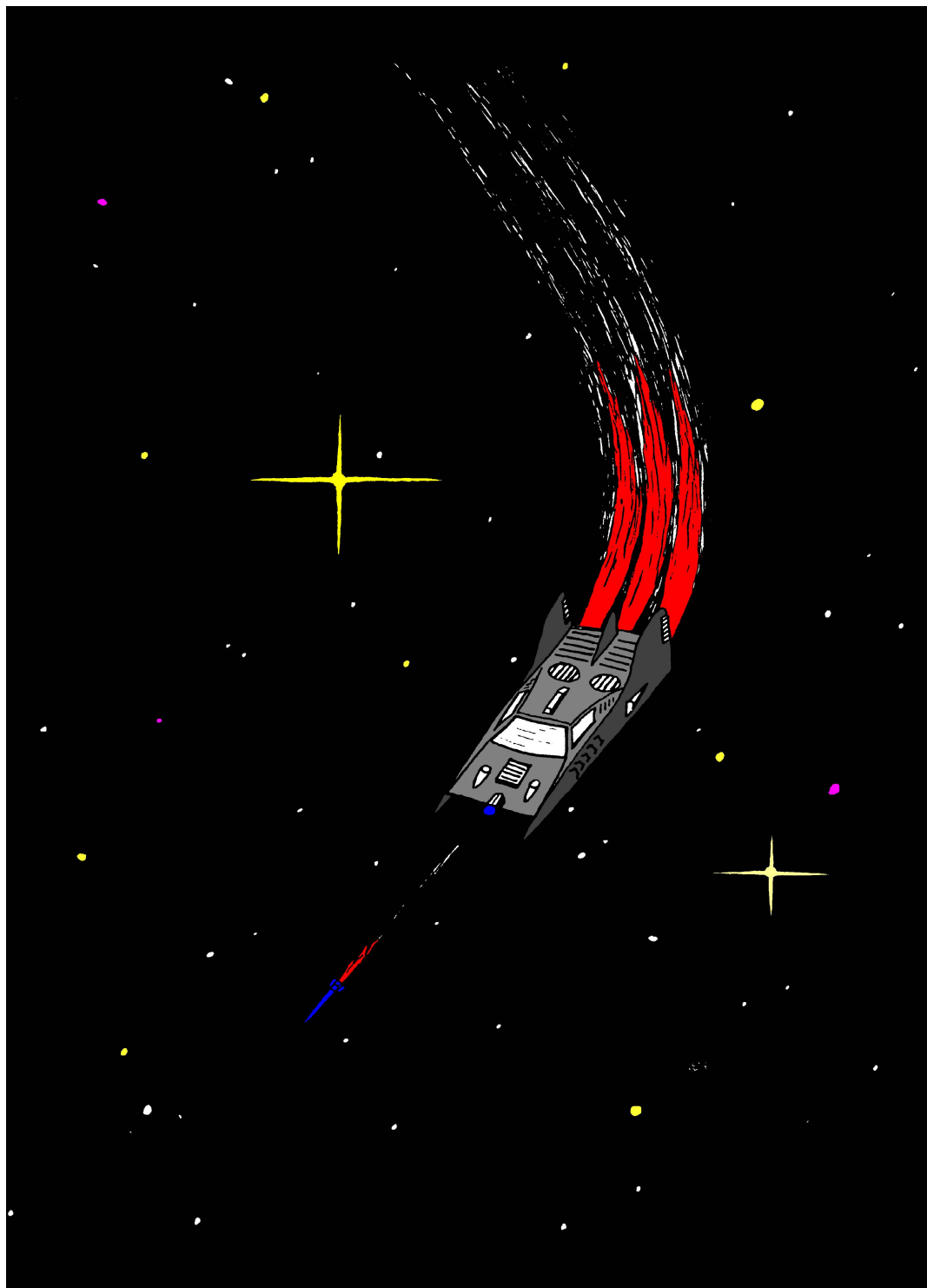
RAYGUN #1: PLANET STRANGE

RAYGUN #2: THE POWER OF DR. TROTH

RAYGUN #3: SPACE PIRATES PARADISE

RAYGUN #4: THE WRATH OF TROTH

RAYGUN #5: THE WALL OF TIME



ABOUT THE AUTHORS

John Ragner is both a practicing attorney and published author. A former creative writing instructor, his work has appeared in both literary and commercial publications. He has also argued before several appellate courts, including the Ohio Supreme Court, and his success in the *In re Jenkins* case set new legal boundaries in the area of domestic violence law. His treatise on comparative constitutional law was presented by Dr. Ortga-Liston at the Fourth Annual Constitutional Congress: Kingdom of Thailand, November, 2002. He is currently at work on the next book in the Johnny Raygun Interactive Adventure series.

Gary Ragner is an inventor and award-winning author. His essays on technology won him a \$2,000.00 cash award and other prizes at Honeywell's international Future-of-Technology essay contest. He currently holds numerous patents that have already earned millions of dollars in royalties and licensing fees. He is the original inventor of the extendable and retractable garden hose (the "hose that grows") which is being sold worldwide under the brand name, Flex-Able Hose. Gary, who has a masters degree in aerospace engineering, has created the unique structural format for the Johnny Raygun Interactive Adventure series.